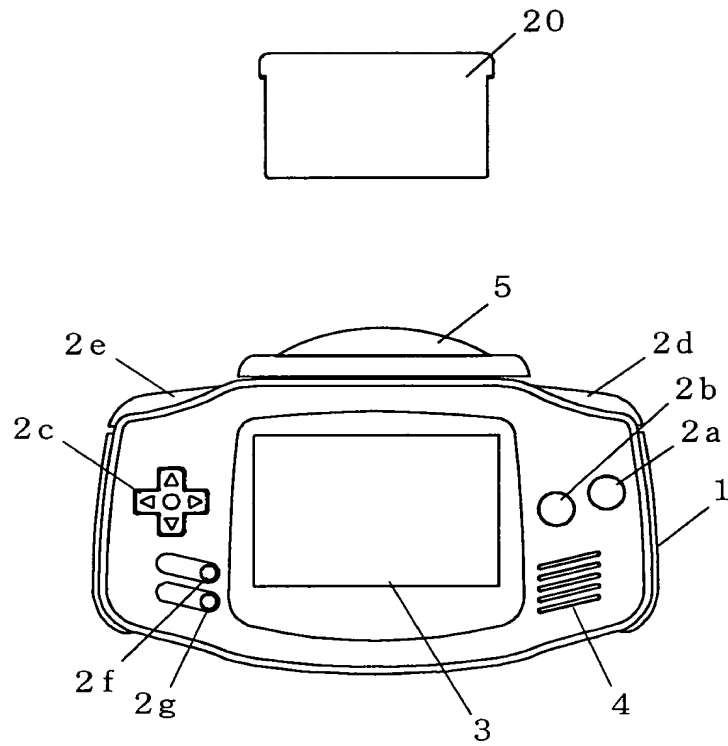


F I G. 1



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FIG. 2

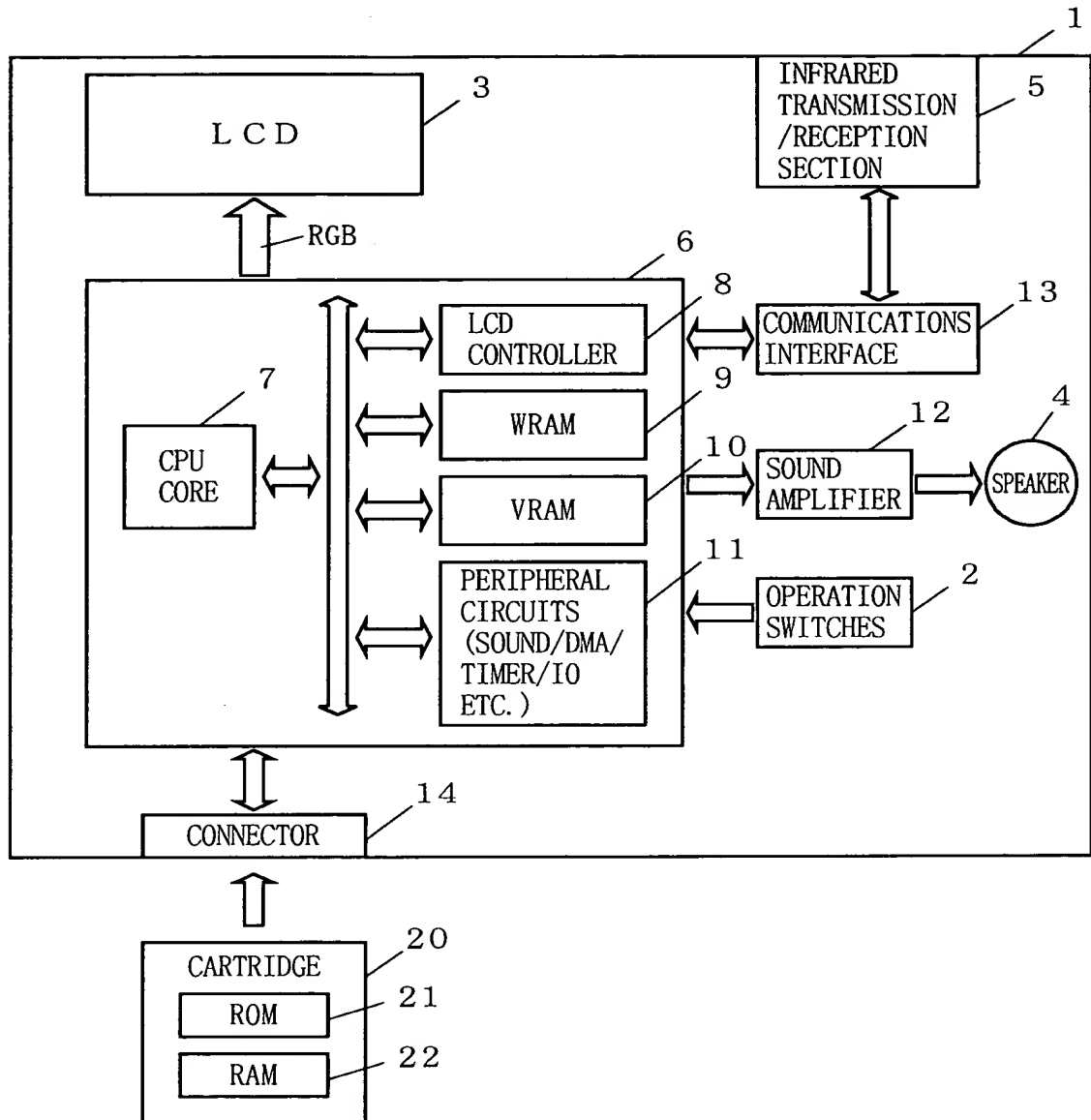
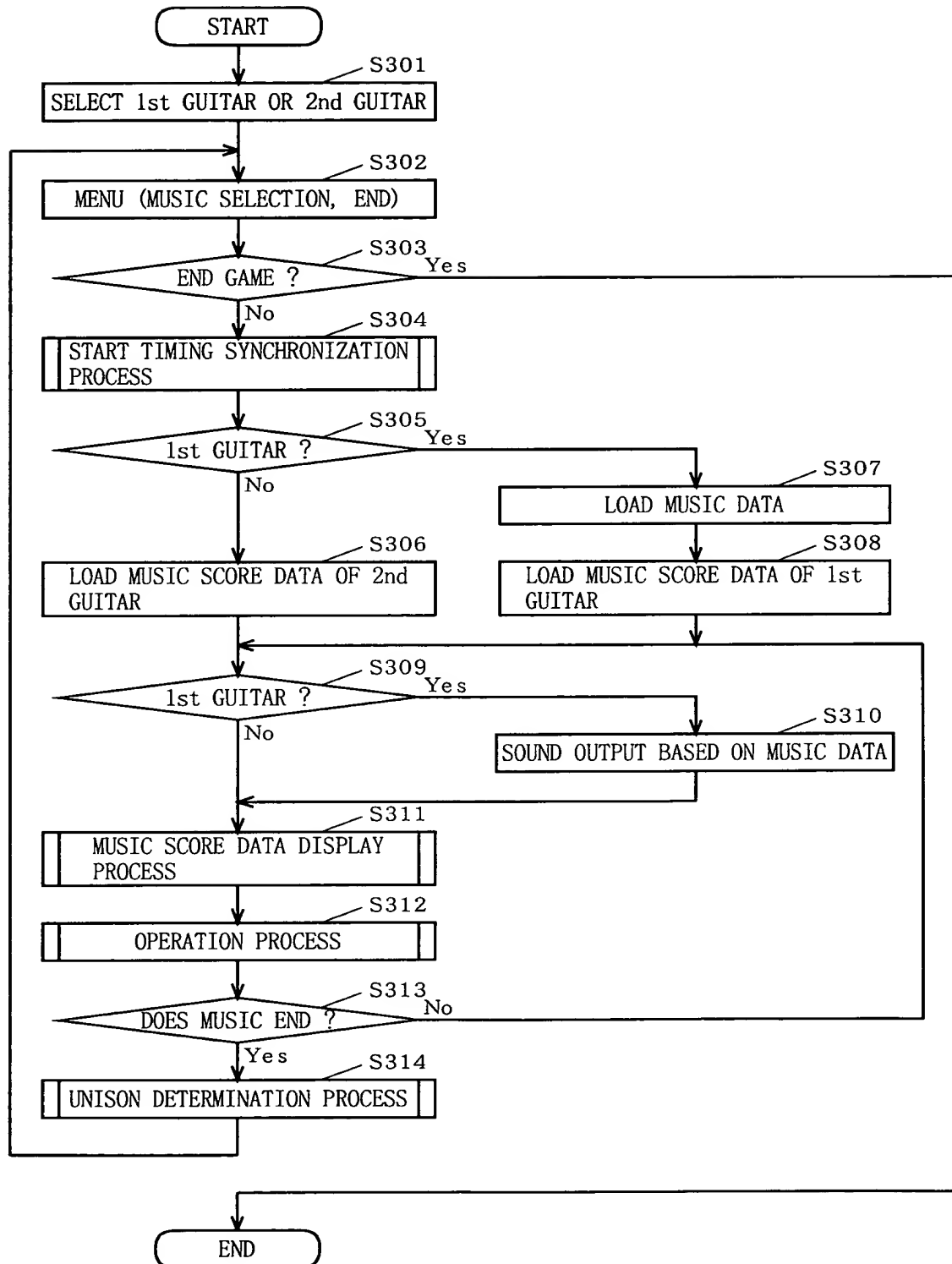


FIG. 3



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FIG. 4

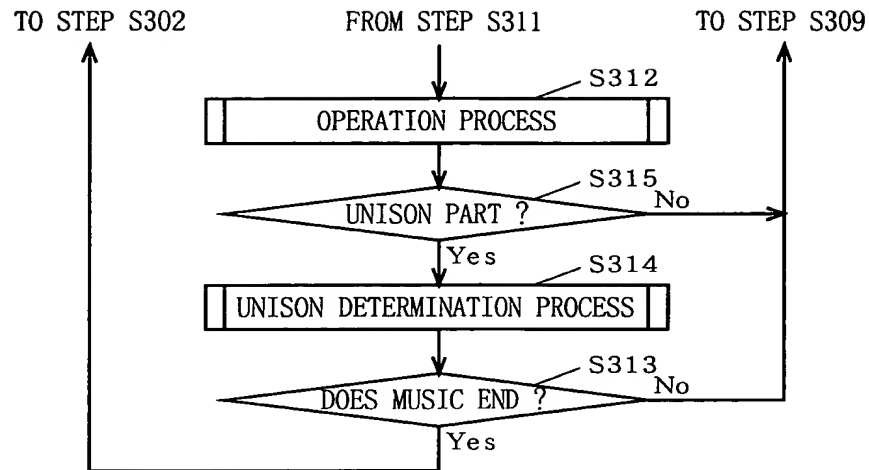
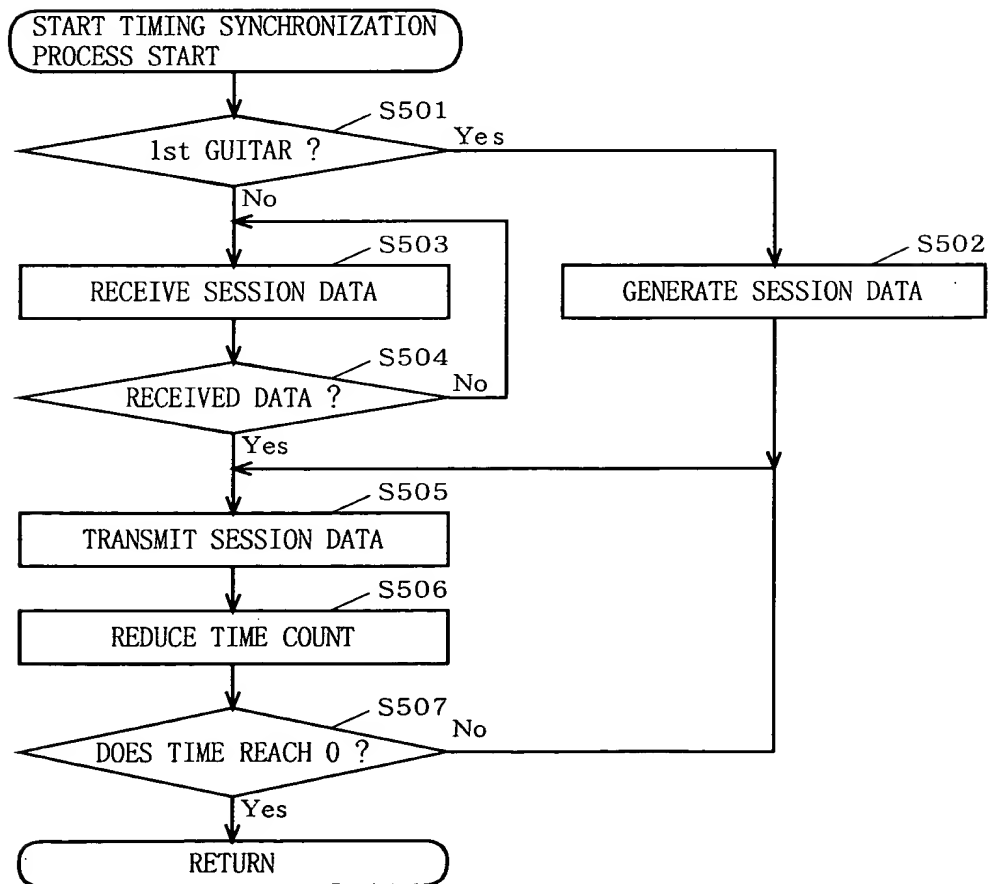


FIG. 5



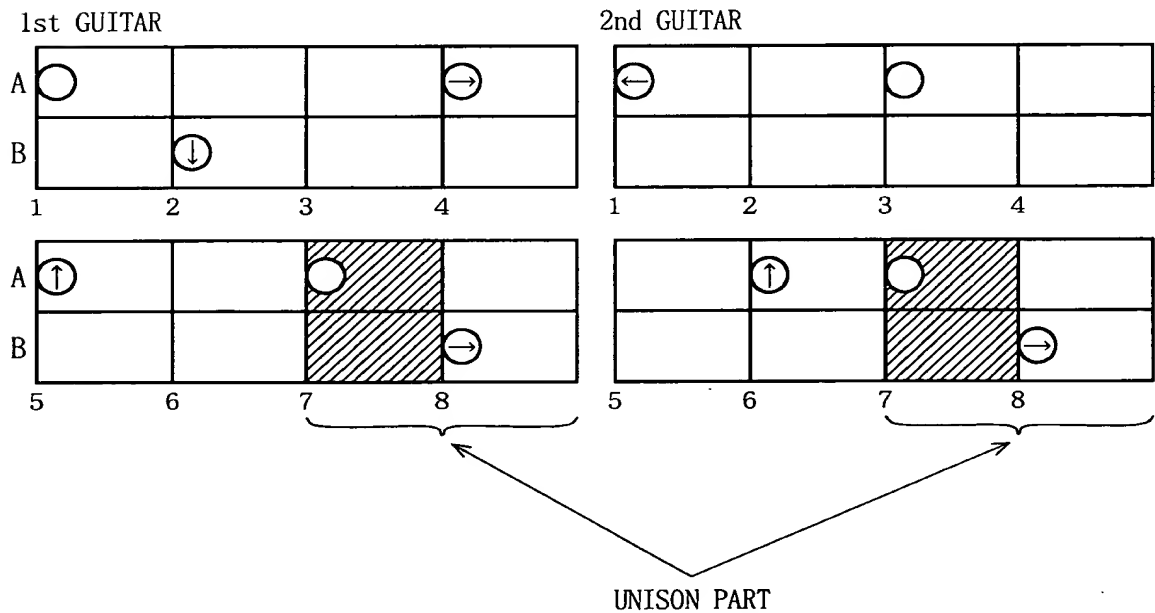
20050714.043002

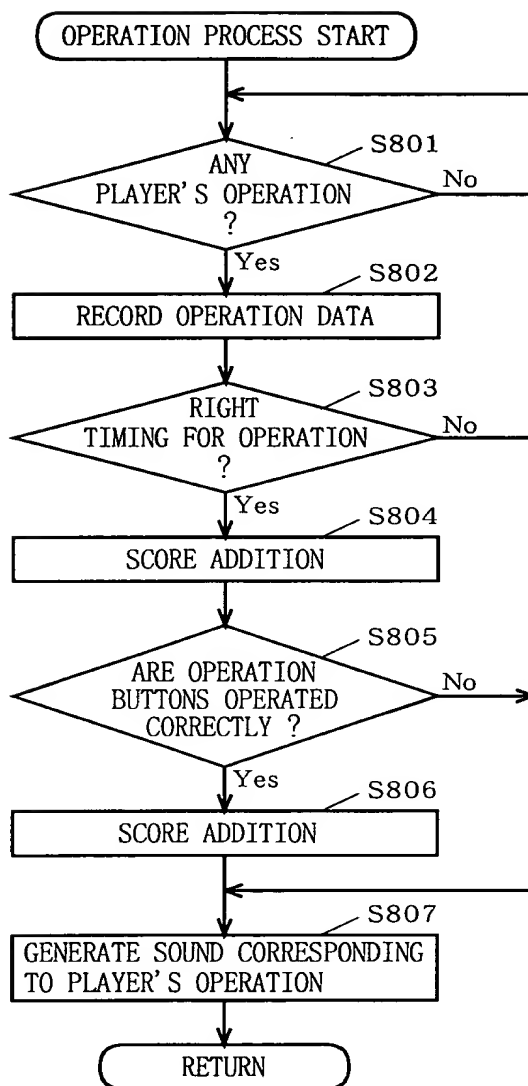
FIG. 6

MUSIC SCORE DATA (1st GUITAR)					UNISON PART 1					UNISON PART 2									
TIMING NUMBER	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	...	E
A, B BUTTON DATA	A	B		A	A		A	B	A			A		A	B	B		...	A
CROSS KEY DATA		↓		→	↑			→	↓			←				←		...	↓
1 BAR																			

MUSIC SCORE DATA (2nd GUITAR)					UNISON PART 1					UNISON PART 2									
TIMING NUMBER	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	...	E
A, B BUTTON DATA	A		A			A	A	B	B	A		A		A			A	...	B
CROSS KEY DATA	←					↑		→				←						...	→
1 BAR																			

FIG. 7





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FIG. 9

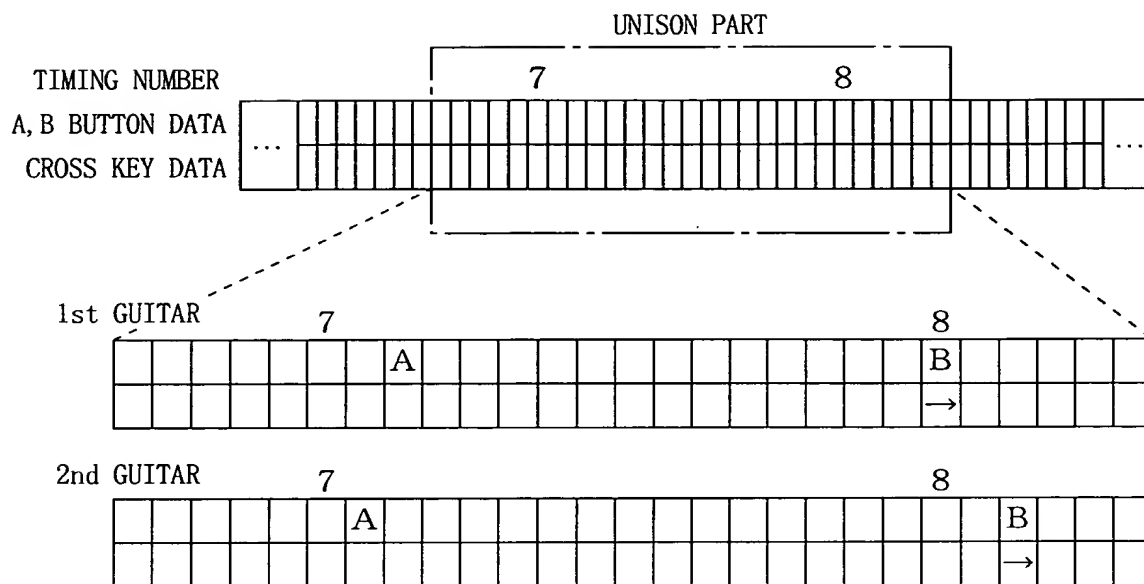


FIG. 10

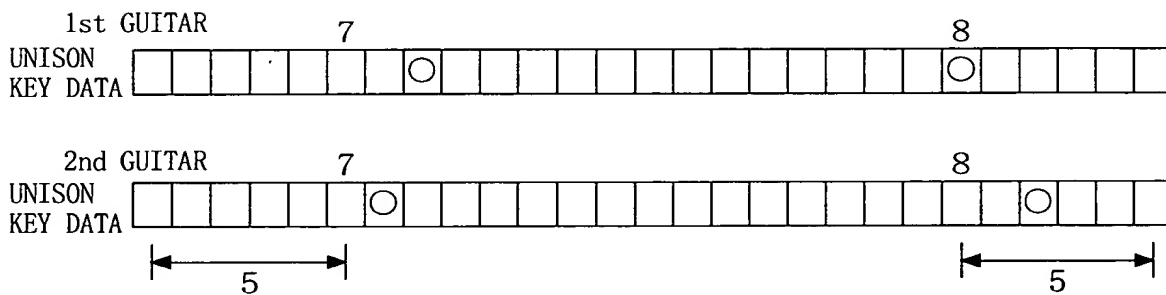
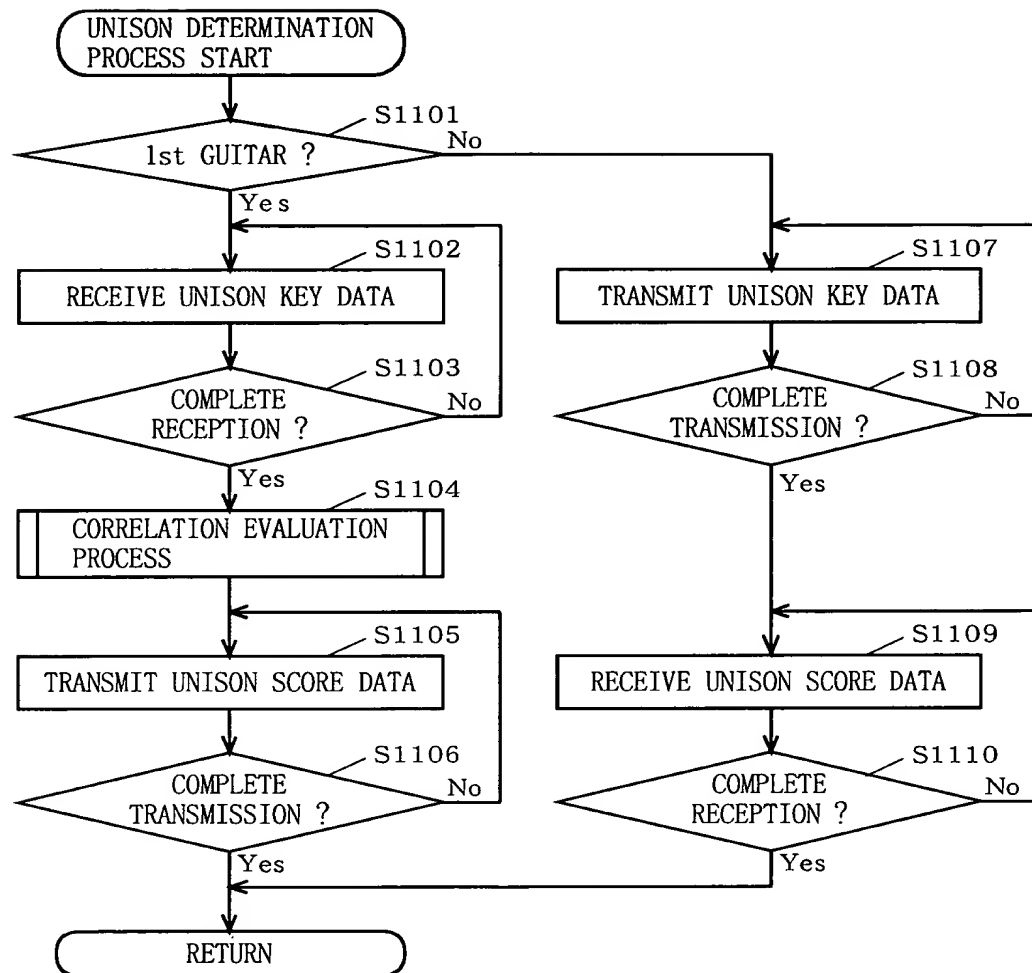


FIG. 11

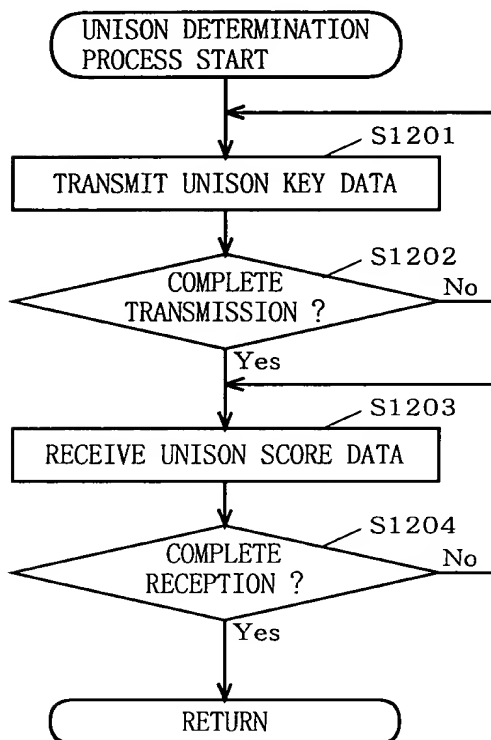


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FIG. 12

(PROCESS IN GAME MACHINE 1)



(PROCESS IN SEPARATELY-PROVIDED MACHINE)

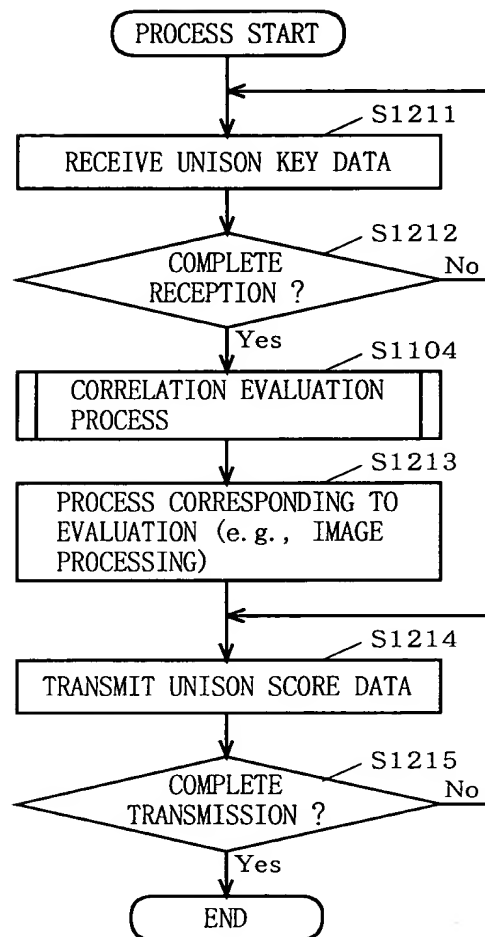


FIG. 13

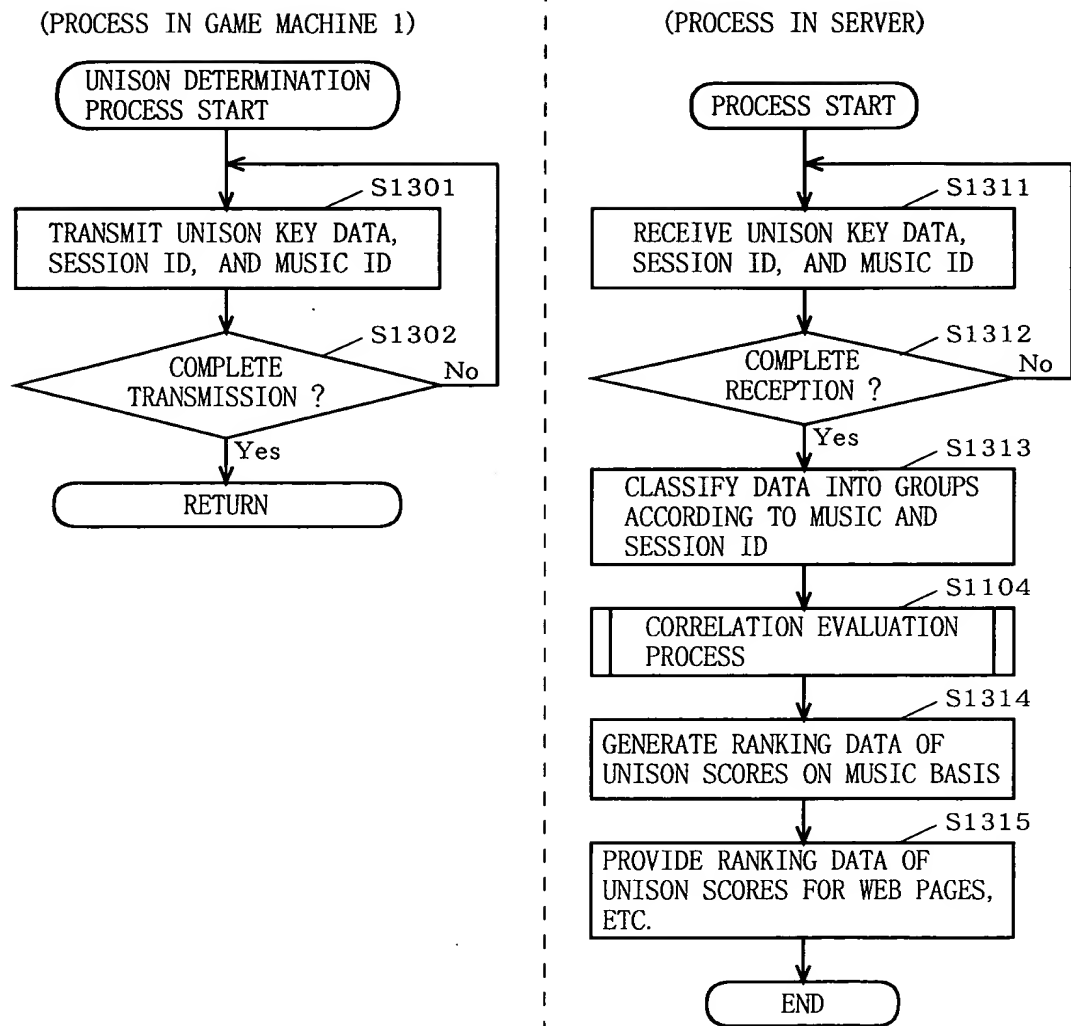
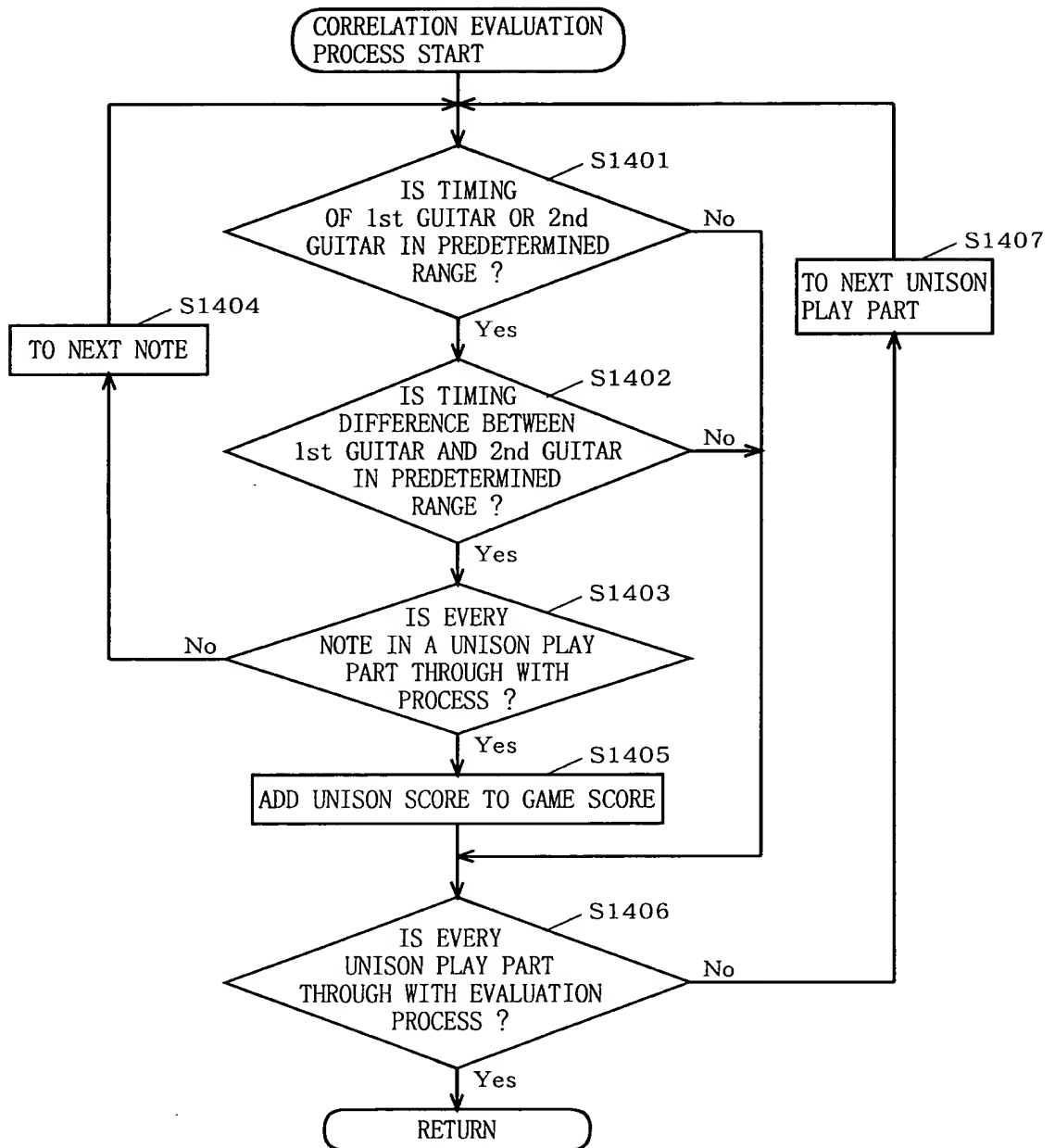


FIG. 14



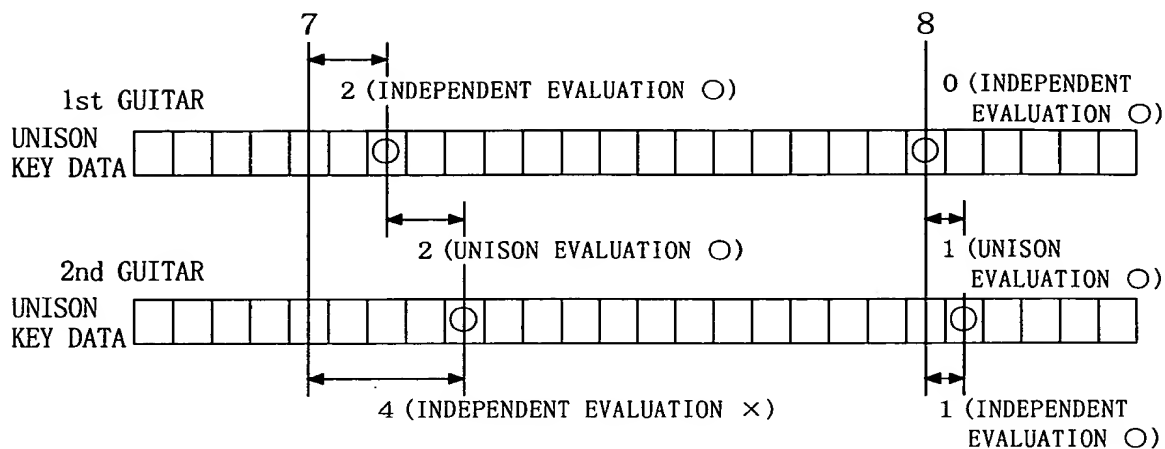


FIG. 16

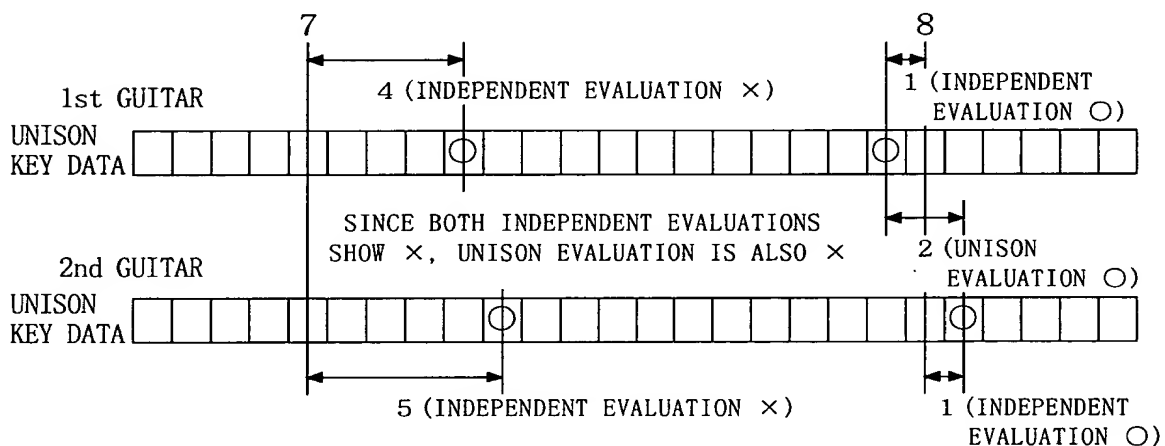


FIG. 17

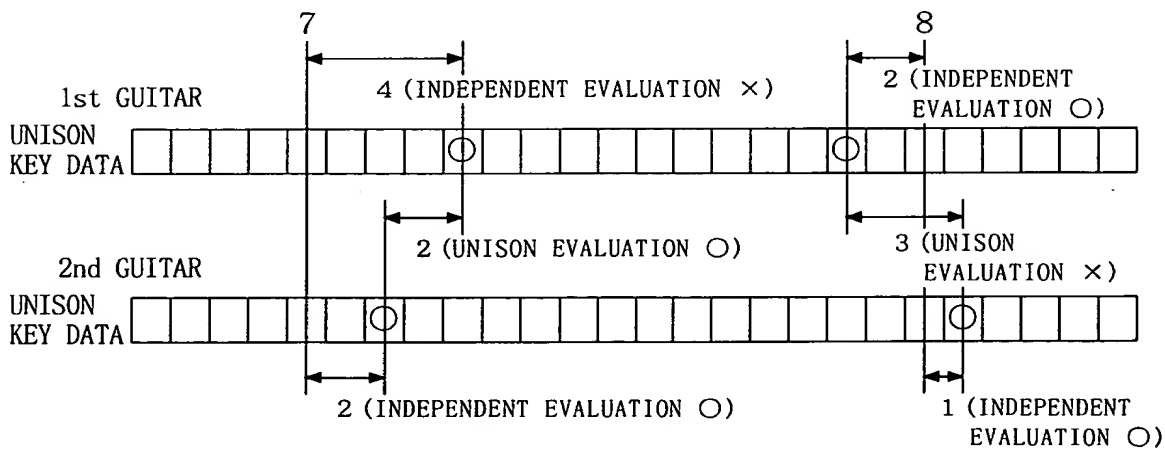


FIG. 18

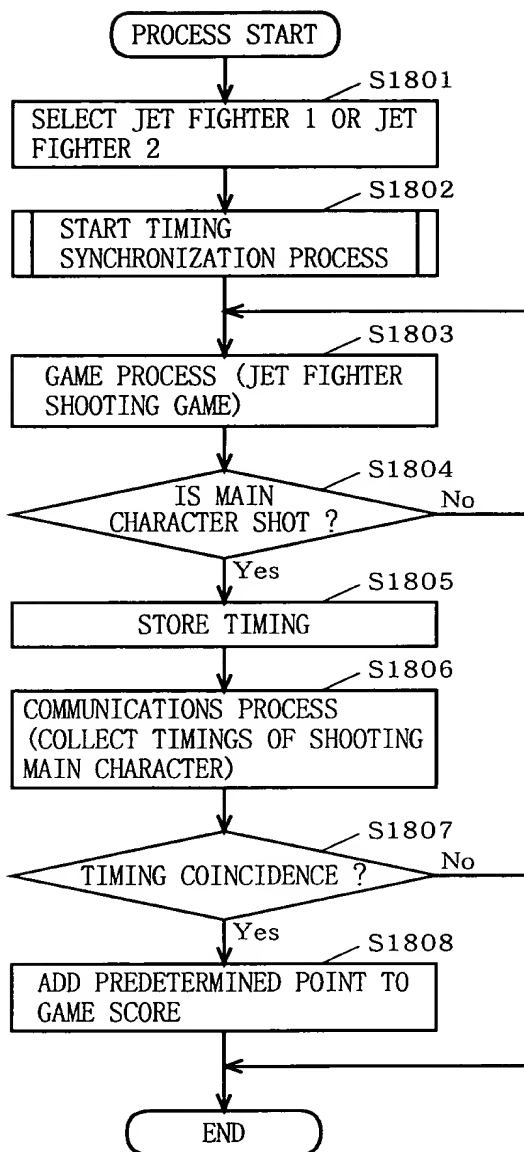
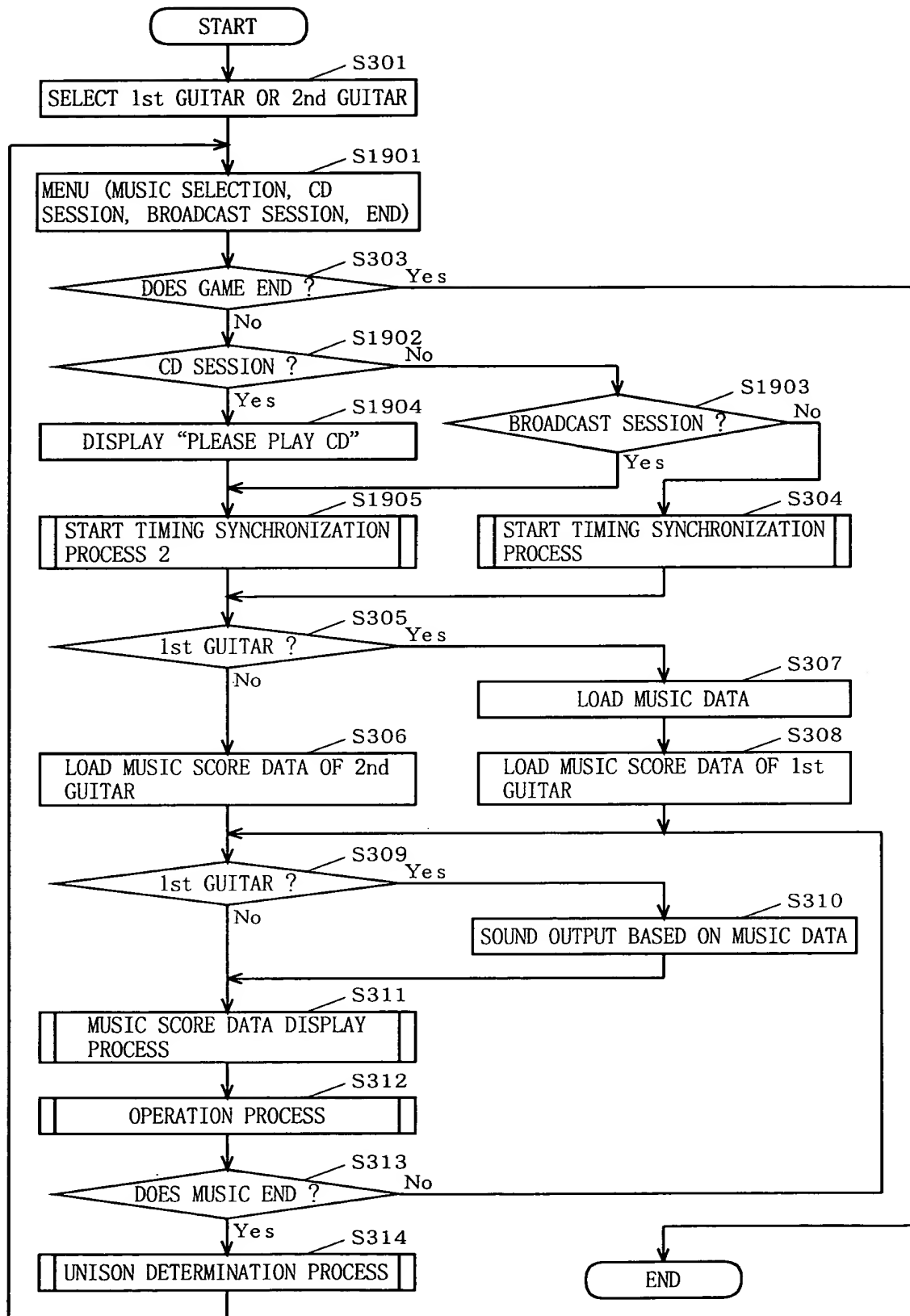


FIG. 19



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```
graph TD; Start([START TIMING SYNCHRONIZATION  
PROCESS 2 START]) --> S2001[RECEIVE MUSIC]; S2001 --> S2002{DOES RECEIVED  
MUSIC HAS PREDETERMINED  
PATTERN?}; S2002 -- No --> S2001; S2002 -- Yes --> S2003[DISPLAY COUNTDOWN]; S2003 --> Return([RETURN]);
```

The flowchart illustrates the start timing synchronization process. It begins with a start terminal labeled "START TIMING SYNCHRONIZATION PROCESS 2 START". The process then proceeds to step S2001, "RECEIVE MUSIC". Following this, it reaches a decision point S2002, "DOES RECEIVED MUSIC HAS PREDETERMINED PATTERN?". If the answer is "No", the process loops back to S2001. If the answer is "Yes", it proceeds to step S2003, "DISPLAY COUNTDOWN", and finally reaches the "RETURN" terminal.

